IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND claims 1 and 5-10 and CANCEL claim 4 without prejudice or disclaimer in accordance with the following:

Claim 1 (Currently Amended): A method of handling a user input in an interactive mode in which played back AV data is displayed with a markup document, the method comprising:

when a key input event corresponding to a user action occurs,

informing an ENAV engine, which interprets and executes the markup document, of the occurrence of the key input event; ~~and~~

informing, by default, by the ENAV engine, an AV playback engine, which plays back the AV data, of the occurrence of the key input event;~~,~~ and

prohibiting, when a second event occurs using second event information recorded in the markup document, the AV playback engine from being informed of the occurrence of the key input event;

wherein the informing of the ENAV engine of the occurrence of the key input event comprises creating the key input event using first event information recorded in the markup document, ~~and~~ the informing of the AV playback engine of the occurrence of the key input event comprises transmitting a playback control command corresponding to the key input event to the AV playback engine to handle the key input event, and the markup document includes event registration information to check whether the user performed the user action.

Claim 2 (Cancelled):

Claim 3 (Original): The method of claim 1, wherein:

the informing of the ENAV engine of the occurrence of the key input event comprises creating the key input event using an onclick event that occurs by clicking on a button made in

the markup document, the onclick event being the first event information recorded in the markup document, and

the informing of the AV playback engine of the key input event comprises transmitting a playback control command corresponding to the onclick event to the AV playback engine to handle the onclick event.

Claim 4 (Cancelled)

Claim 5 (Currently Amended): The method of claim 41, wherein:

the prohibiting comprises creating the second event according to the second event information which is recorded using an Application Program Interface (API).

Claim 6 (Currently Amended): The method of claim 41, further comprising:

controlling the markup picture in correspondence with a third event which occurs according to a third event information recorded in the markup document.

Claim 7 (Currently Amended): A method of handling a user input in an interactive mode, comprising:

determining whether a key input event occurs as a first event according to first event information recorded in a markup document or via a predetermined key of a remote control pressed by a user;

informing, if the key input event occurs, an AV playback engine of occurrence of the key input event via an ENAV engine;

determining whether a second event occurs using second event information recorded in the markup document;

prohibiting, by the ENAV engine, if the second event occurs, the AV playback engine from being directly informed of occurrence of the key input event; and

transmitting, by the ENAV engine, if the key input event matches with second event information recorded in the markup document so that the second event occurs, a control command corresponding to the second event to the AV playback engine.

Claim 8 (Currently Amended): A method of handling a user input in an interactive mode, comprising:

determining whether a key input event occurs as a first event according to first event information recorded in a markup document or via a predetermined key of the remote control pressed by a user;

informing, if the key input event occurs, an AV playback engine of occurrence of the key input event via an ENAV engine;

determining whether user input is forwarded directly to or prohibited from being forwarded to the AV playback engine, referred to as a next event, using next event information recorded in the markup document; and

performing, by the ENAV engine, if the next event occurs, a predetermined operation corresponding to the next event.

Claim 9 (Currently Amended): A method of handling a user input in an interactive mode, comprising:

pressing, by a user, a predetermined key of a remote control to cause a key input event; and

handling, by an interface handler of an ENAV engine, the key input event by transmitting a playback control command corresponding to the key input event to an AV playback engine according to first event information recorded in a markup document including event registration information to check whether the user pressed the predetermined key, or by prohibiting the AV playback engine from being informed of the occurrence of the key input event using second event information recorded in the markup document.

Claim 10 (Currently Amended): A method of handling a user input in an interactive mode, comprising:

pressing, by a user, a predetermined key of a remote control to cause a key input event;

informing an interface handler of an ENAV engine of occurrence of the key input event;

informing, by the interface handler of the ENAV engine, an AV playback engine of occurrence of the key input event using first event information recorded in a markup document, the markup document including event registration information to check whether the user pressed the predetermined key;

prohibiting, when a second event occurs using second event information recorded in the markup document, the AV playback engine from being informed of the occurrence of the key input event; and

performing, by the AV playback engine, an operation corresponding to the key input event.

Claim 11 (Cancelled):